IN THE CLAIMS

For the convenience of the Examiner, all pending claims of the present Application are presented below. Claims 1 and 12 have been amended solely for formatting reasons. No substantive claim amendments have been made.

(Currently Amended) A computerized method of virtual flowbench 1. simulation of fluid flow interaction with an object described in at least one design file, comprising:

Receiving receiving user-defined input via a user interface, the user-defined input including a specification of the at least one design file;

accessing the at least one design file;

accessing a generic template describing basic geometries of the object, and modifying the basic geometries of the object with the at least one design file;

automatically generating surface and volume mesh in the object;

automatically simulating fluid flow interaction with the object and measuring and storing predetermined data parameters;

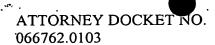
automatically checking the predetermined data parameter measurements to determine whether steady state has been reached and whether a predetermined maximum number of time steps has been reached;

automatically terminating simulation in response to one of steady state being reached and the predetermined maximum number of time steps being reached; and

generating an output of predetermined data parameter measurements.

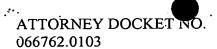
- 2. The method, as set forth in claim 1, wherein accessing the at (Original) least one design file comprises accessing a solid model of a valve design.
- 3. (Original) The method, as set forth in claim 2, wherein receiving user-defined input further comprises receiving a selection of engine cylinder head valve study.
- The method, as set forth in claim 2, wherein accessing a 4. (Original) generic template comprises accessing basic geometries of a cylinder head, and modifying the basic geometries of the cylinder head with the solid model of the valve design.





- 5. (Original) The method, as set forth in claim 2, wherein receiving user-defined input comprises receiving a number of valves in the cylinder head.
- 6. (Original) The method, as set forth in claim 2, wherein receiving user-defined input comprises receiving a selection of intake or exhaust valve.
- 7. (Original) The method, as set forth in claim 2, wherein receiving user-defined input comprises receiving an indication of which of the intake or exhaust valve moved during simulation.
- 8. (Original) The method, as set forth in claim 1, wherein receiving user input further comprises receiving a selection of engine cylinder head port study.
- 9. (Original) The method, as set forth in claim 1, wherein receiving user input further comprises receiving simulation parameters.
- 10. (Original) The method, as set forth in claim 1, wherein accessing a generic template comprises accessing basic geometries of a cylinder head with geometries of an inlet, a port, and at least one intake valve and one exhaust valve.
- 11. (Original) The method, as set forth in claim 1, wherein accessing a generic template comprises accessing a definition of a data measurement region, simulation parameters, and mesh region scaling and resolution.





12. (Currently Amended) A computerized method of virtual flowbench simulation of fluid flow interaction with a part in a cylinder head described in at least one design file, comprising:

Receiving receiving user-defined input via a graphical user interface, the user-defined input including a specification of the at least one design file;

accessing the at least one design file;

accessing a generic template describing basic geometries of the cylinder head, and modifying the basic geometries of the cylinder head with the part defined in the at least one design file;

automatically generating surface and volume mesh in the modified cylinder head geometry;

automatically simulating fluid flow interaction with the modified cylinder head and measuring and storing a mass flow data through inlet, port and outlet and around a valve displaced a predetermined distance from the inlet;

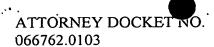
automatically checking the mass flow data to determine whether steady state has been reached and whether a predetermined maximum number of time steps has been reached;

automatically terminating simulation in response to one of steady state being reached and the predetermined maximum number of time steps being reached; and

generating an output.

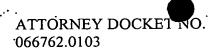
- 13. (Original) The method, as set forth in claim 12, wherein receiving user input further comprises receiving an indication of whether a valve design or a port design is being simulated.
- 14. (Original) The method, as set forth in claim 12, wherein accessing the at least one design file comprises accessing a solid model of a valve design and receiving user input further comprises receiving a selection of engine cylinder head valve study.
- 15. (Original) The method, as set forth in claim 14, wherein accessing a generic template comprises accessing basic geometries of a cylinder head, and modifying the basic geometries of the cylinder head with the solid model of the valve design.
- 16. (Original) The method, as set forth in claim 14, wherein receiving user-defined input comprises receiving a number of valves in the cylinder head and a selection of intake or exhaust valve.





- 17. (Original) The method, as set forth in claim 12, wherein receiving user input further comprises receiving a selection of engine cylinder head port study.
- 18. (Original) The method, as set forth in claim 12, wherein accessing a generic template comprises accessing basic geometries of a cylinder head with geometries of an inlet, a port, and at least one intake valve and one exhaust valve.
- 19. (Original) The method, as set forth in claim 12, wherein accessing a generic template comprises accessing a definition of a data measurement region, simulation parameters, and mesh region scaling and resolution.
- 20. (Original) The method, as set forth in claim 12, further comprising notifying a user of simulation progress via electronic mail during simulation.
- 21. (Original) The method, as set forth in claim 12, wherein generating the output comprises generating a movie showing fluid flow in the cylinder head and through the port, inlet and outlet, and around the valve.
- 22. (Original) The method, as set forth in claim 12, wherein generating the output comprises generating a graphical plot of the mass flow data measured during simulation.





- 23. (Original) A virtual flowbench simulation system of a part described in a design file, the part being a portion of a component, comprising:
- a graphical user interface operable to receive user-defined input specifying the design file, the type of part to be simulated, and other simulation parameters;
- a generic template describing basic geometries and boundary conditions of the component;
- an autogridding process operable to automatically generating surface and volume meshes in the component with the part described in the user-specified design file;
- a computational fluid dynamic simulation process operable to automatically simulate fluid flow in and around the component and measuring data;
- a controller operable to monitor the computational fluid dynamic simulation process and issue simulation progress reports, the controller further operable to terminate the simulation process when a steady state in measured data is reached or when a predetermined maximum time step is reached; and
- a measurement data output process operable to format and output the measured data in a user-specified representation.
- 24. (Original) The system, as set forth in claim 23, wherein the generic template describes the basic geometries of a cylinder head having a predetermined number of intake valves, a predetermined number of exhaust valves, port configuration, and inlet and outlet.

